

**IN THE SPECIFICATION**

Please amend the paragraph beginning at page 30, line 5 as follows:

Copy out operations, implemented in this example through what is referred to as the copy pipeline, is used to further process the pixel data from the embedded frame buffer (EFB) and to ultimately write the frame data in a selected format into the external frame buffer (XFB) 113 of main memory 112 as display data for display by the video interface or as texture data for later use by the graphics pipeline (see Figure 11). RGB(A) or ~~YUV420~~ YUV data in the EFB can be copied out to main memory as ~~YUV422~~ YUV, fields or frames. ~~YUV422~~ YUV data in the EFB is copied out in scan-line order. There is a stride to allow skipping memory bytes between scan lines. Y8 is the lowest address, followed by U8, Y8 and V8. Copying in YUV format reduces the amount of memory used in main memory by 1/3.